

# MMO Games-EMEA Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/M13B165A5FEEN.html>

Date: January 2018

Pages: 141

Price: US\$ 3,480.00 (Single User License)

ID: M13B165A5FEEN

## Abstracts

### Report Summary

MMO Games-EMEA Market Status and Trend Report 2013-2023 offers a comprehensive analysis on MMO Games industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole EMEA and Regional Market Size of MMO Games 2013-2017, and development forecast 2018-2023

Main market players of MMO Games in EMEA, with company and product introduction, position in the MMO Games market

Market status and development trend of MMO Games by types and applications

Cost and profit status of MMO Games, and marketing status

Market growth drivers and challenges

The report segments the EMEA MMO Games market as:

EMEA MMO Games Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

Europe

Middle East

Africa

EMEA MMO Games Market: Product Type Segment Analysis (Consumption Volume,

Average Price, Revenue, Market Share and Trend 2013-2023):

MMO Role Play Games (MMORPG)  
MMO First Person Shooter (MMOFPS)  
MMO Real-time Strategy (MMORTS)  
Other

EMEA MMO Games Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Mobile  
PC  
Game Consoles  
Other

EMEA MMO Games Market: Players Segment Analysis (Company and Product introduction, MMO Games Sales Volume, Revenue, Price and Gross Margin):

Activision Blizzard  
Electronic Arts (EA)  
Giant Interactive Group  
NCsoft Corporation  
Ankama  
Nexon  
Gamigo AG  
Tencent Holdings  
Jagex Games Studio  
Sony Online Entertainment  
Ubisoft Entertainment SA  
Riot Games  
Valve Corporation  
Wargaming.net  
NetEase Inc  
Perfect World Entertainment  
Shanda Interactive Entertainment

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.



## Contents

### **CHAPTER 1 OVERVIEW OF MMO GAMES**

- 1.1 Definition of MMO Games in This Report
- 1.2 Commercial Types of MMO Games
  - 1.2.1 MMO Role Play Games (MMORPG)
  - 1.2.2 MMO First Person Shooter (MMOFPS)
  - 1.2.3 MMO Real-time Strategy (MMORTS)
  - 1.2.4 Other
- 1.3 Downstream Application of MMO Games
  - 1.3.1 Mobile
  - 1.3.2 PC
  - 1.3.3 Game Consoles
  - 1.3.4 Other
- 1.4 Development History of MMO Games
- 1.5 Market Status and Trend of MMO Games 2013-2023
  - 1.5.1 EMEA MMO Games Market Status and Trend 2013-2023
  - 1.5.2 Regional MMO Games Market Status and Trend 2013-2023

### **CHAPTER 2 EMEA MARKET STATUS AND FORECAST BY REGIONS**

- 2.1 Market Status of MMO Games in EMEA 2013-2017
- 2.2 Consumption Market of MMO Games in EMEA by Regions
  - 2.2.1 Consumption Volume of MMO Games in EMEA by Regions
  - 2.2.2 Revenue of MMO Games in EMEA by Regions
- 2.3 Market Analysis of MMO Games in EMEA by Regions
  - 2.3.1 Market Analysis of MMO Games in Europe 2013-2017
  - 2.3.2 Market Analysis of MMO Games in Middle East 2013-2017
  - 2.3.3 Market Analysis of MMO Games in Africa 2013-2017
- 2.4 Market Development Forecast of MMO Games in EMEA 2018-2023
  - 2.4.1 Market Development Forecast of MMO Games in EMEA 2018-2023
  - 2.4.2 Market Development Forecast of MMO Games by Regions 2018-2023

### **CHAPTER 3 EMEA MARKET STATUS AND FORECAST BY TYPES**

- 3.1 Whole EMEA Market Status by Types
  - 3.1.1 Consumption Volume of MMO Games in EMEA by Types
  - 3.1.2 Revenue of MMO Games in EMEA by Types

- 3.2 EMEA Market Status by Types in Major Countries
  - 3.2.1 Market Status by Types in Europe
  - 3.2.2 Market Status by Types in Middle East
  - 3.2.3 Market Status by Types in Africa
- 3.3 Market Forecast of MMO Games in EMEA by Types

## **CHAPTER 4 EMEA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

- 4.1 Demand Volume of MMO Games in EMEA by Downstream Industry
- 4.2 Demand Volume of MMO Games by Downstream Industry in Major Countries
  - 4.2.1 Demand Volume of MMO Games by Downstream Industry in Europe
  - 4.2.2 Demand Volume of MMO Games by Downstream Industry in Middle East
  - 4.2.3 Demand Volume of MMO Games by Downstream Industry in Africa
- 4.3 Market Forecast of MMO Games in EMEA by Downstream Industry

## **CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF MMO GAMES**

- 5.1 EMEA Economy Situation and Trend Overview
- 5.2 MMO Games Downstream Industry Situation and Trend Overview

## **CHAPTER 6 MMO GAMES MARKET COMPETITION STATUS BY MAJOR PLAYERS IN EMEA**

- 6.1 Sales Volume of MMO Games in EMEA by Major Players
- 6.2 Revenue of MMO Games in EMEA by Major Players
- 6.3 Basic Information of MMO Games by Major Players
  - 6.3.1 Headquarters Location and Established Time of MMO Games Major Players
  - 6.3.2 Employees and Revenue Level of MMO Games Major Players
- 6.4 Market Competition News and Trend
  - 6.4.1 Merger, Consolidation or Acquisition News
  - 6.4.2 Investment or Disinvestment News
  - 6.4.3 New Product Development and Launch

## **CHAPTER 7 MMO GAMES MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA**

- 7.1 Activision Blizzard
  - 7.1.1 Company profile

- 7.1.2 Representative MMO Games Product
- 7.1.3 MMO Games Sales, Revenue, Price and Gross Margin of Activision Blizzard
- 7.2 Electronic Arts (EA)
  - 7.2.1 Company profile
  - 7.2.2 Representative MMO Games Product
  - 7.2.3 MMO Games Sales, Revenue, Price and Gross Margin of Electronic Arts (EA)
- 7.3 Giant Interactive Group
  - 7.3.1 Company profile
  - 7.3.2 Representative MMO Games Product
  - 7.3.3 MMO Games Sales, Revenue, Price and Gross Margin of Giant Interactive Group
- 7.4 NCsoft Corporation
  - 7.4.1 Company profile
  - 7.4.2 Representative MMO Games Product
  - 7.4.3 MMO Games Sales, Revenue, Price and Gross Margin of NCsoft Corporation
- 7.5 Ankama
  - 7.5.1 Company profile
  - 7.5.2 Representative MMO Games Product
  - 7.5.3 MMO Games Sales, Revenue, Price and Gross Margin of Ankama
- 7.6 Nexon
  - 7.6.1 Company profile
  - 7.6.2 Representative MMO Games Product
  - 7.6.3 MMO Games Sales, Revenue, Price and Gross Margin of Nexon
- 7.7 Gamigo AG
  - 7.7.1 Company profile
  - 7.7.2 Representative MMO Games Product
  - 7.7.3 MMO Games Sales, Revenue, Price and Gross Margin of Gamigo AG
- 7.8 Tencent Holdings
  - 7.8.1 Company profile
  - 7.8.2 Representative MMO Games Product
  - 7.8.3 MMO Games Sales, Revenue, Price and Gross Margin of Tencent Holdings
- 7.9 Jagex Games Studio
  - 7.9.1 Company profile
  - 7.9.2 Representative MMO Games Product
  - 7.9.3 MMO Games Sales, Revenue, Price and Gross Margin of Jagex Games Studio
- 7.10 Sony Online Entertainment
  - 7.10.1 Company profile
  - 7.10.2 Representative MMO Games Product
  - 7.10.3 MMO Games Sales, Revenue, Price and Gross Margin of Sony Online

## Entertainment

### 7.11 Ubisoft Entertainment SA

#### 7.11.1 Company profile

#### 7.11.2 Representative MMO Games Product

#### 7.11.3 MMO Games Sales, Revenue, Price and Gross Margin of Ubisoft Entertainment SA

### 7.12 Riot Games

#### 7.12.1 Company profile

#### 7.12.2 Representative MMO Games Product

#### 7.12.3 MMO Games Sales, Revenue, Price and Gross Margin of Riot Games

### 7.13 Valve Corporation

#### 7.13.1 Company profile

#### 7.13.2 Representative MMO Games Product

#### 7.13.3 MMO Games Sales, Revenue, Price and Gross Margin of Valve Corporation

### 7.14 Wargaming.net

#### 7.14.1 Company profile

#### 7.14.2 Representative MMO Games Product

#### 7.14.3 MMO Games Sales, Revenue, Price and Gross Margin of Wargaming.net

### 7.15 NetEase Inc

#### 7.15.1 Company profile

#### 7.15.2 Representative MMO Games Product

#### 7.15.3 MMO Games Sales, Revenue, Price and Gross Margin of NetEase Inc

### 7.16 Perfect World Entertainment

### 7.17 Shanda Interactive Entertainment

## **CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF MMO GAMES**

### 8.1 Industry Chain of MMO Games

### 8.2 Upstream Market and Representative Companies Analysis

### 8.3 Downstream Market and Representative Companies Analysis

## **CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF MMO GAMES**

### 9.1 Cost Structure Analysis of MMO Games

### 9.2 Raw Materials Cost Analysis of MMO Games

### 9.3 Labor Cost Analysis of MMO Games

### 9.4 Manufacturing Expenses Analysis of MMO Games

## **CHAPTER 10 MARKETING STATUS ANALYSIS OF MMO GAMES**

- 10.1 Marketing Channel
  - 10.1.1 Direct Marketing
  - 10.1.2 Indirect Marketing
  - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
  - 10.2.1 Pricing Strategy
  - 10.2.2 Brand Strategy
  - 10.2.3 Target Client
- 10.3 Distributors/Traders List

## **CHAPTER 11 REPORT CONCLUSION**

## **CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE**

- 12.1 Methodology/Research Approach
  - 12.1.1 Research Programs/Design
  - 12.1.2 Market Size Estimation
  - 12.1.3 Market Breakdown and Data Triangulation
- 12.2 Data Source
  - 12.2.1 Secondary Sources
  - 12.2.2 Primary Sources
- 12.3 Reference



## I would like to order

Product name: MMO Games-EMEA Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/M13B165A5FEEN.html>

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/M13B165A5FEEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970